

ICE AGE

EXTREME COOL EDITION

Now Available on DVD



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INSTRUCTION BOOKLET



SIERRA

THIS SEAL IS YOUR ASSURANCE THAT NINTENDO HAS MONITORED THE QUALITY OF THIS PRODUCT AGAINST LOOK-ALIKE SEAL, WHICH-BURNING GAMES AND ACCIDENTS TO DAMAGE COMPLETE COMPATIBILITY WITH YOUR NINTENDO SYSTEM.



THIS GAME SUPPORTS
GAME PLAY USING ONE
PLAYER AND CONTROLLER.



THIS GAME REQUIRES A
MEMORY CARD FOR SAVING
GAME PROGRESS, SETTINGS
OR STATISTICS.

LICENSED BY

Nintendo

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Robots

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GETTING STARTED

Using the NINTENDO GAMECUBE

- Set up your NINTENDO GAMECUBE by following the instructions in the NINTENDO GAMECUBE instruction booklet.
- To save your game progress you will need a NINTENDO GAMECUBE Memory Card. Insert the Memory Card correctly into Memory Card Slot A (this game does not use Slot B) before turning on the console. If you turn off the console after playing without a Memory Card, your progress and records will not be saved.
- You will need 21 blocks of memory to save your progress. You can delete unsaved files to clear up any empty space if you do not have enough memory.
- Please refer to the NINTENDO GAMECUBE instruction booklet for directions on how to format and erase Memory Card files.
- Press the OPEN Button to raise the NINTENDO GAMECUBE Disc Cover, correctly place the Robots Game Disc into the NINTENDO GAMECUBE, and close the Disc Cover.
- Press the POWER Button to turn on the NINTENDO GAMECUBE.
- Follow on-screen instructions and refer to this manual for more information about playing Robots.

Avoiding Damage to the NINTENDO GAMECUBE Game Disc or the NINTENDO GAMECUBE Optical Disc Drive

- Insert only NINTENDO GAMECUBE Game Discs in the console.
- Never use oddly shaped discs, such as star-shaped or heart-shaped discs.
- Do not apply labels, stickers or other foreign objects to game discs.

English: 60Hz mode

This game can be set to a clearer display and better quality on TVs that support 60Hz mode.

When you connect NINTENDO GAMECUBE RGB Cable to a TV which has a RGB terminal and PAL60 function, you can enjoy a smoother game screen with less flickers.

To activate 60Hz mode, press and hold the B Button while the NINTENDO GAMECUBE logo is being displayed until the message "Would you like to display in 60 Hz mode?" appears. Select YES to activate the mode.

Important: 60Hz mode using official NINTENDO GAMECUBE RGB CABLE is not applicable for Australia and New Zealand.

The game language which is set in the game and saved on a Memory Card has priority over the language which is set in the NINTENDO GAMECUBE console. (For more information please refer to the hardware console manual.)

Introduction

A gifted young inventor, Rodney Copperbottom moves to the big city to realize his dream of working for his childhood hero, Bigweld. Rodney arrives at Bigweld Industries along with Woodchuck, his mechanical sidekick. But Bigweld is mysteriously absent, and the corporation is now run by Ratchet and his evil bots. Rodney meets a gang of Rusties, colorful outcasts that help him discover an evil plot: Robot-kind is in danger of being reduced to scrap metal! Rodney, the young and brave bot, has to defeat an army of mechanical minies to save his friends.



Using the NINTENDO GAMECUBE Controller



Insert the Controller into Controller Socket 1 on the front of the console. Follow on-screen instructions and refer to this manual for more information about playing Robots.

Basic Controls

Rodney

BUTTON	ACTION
Control Stick	Rodney Movement
C Stick	Camera Movement
A Button	Jump
B Button	Close Ranged Attack
X Button	Action/Talk
X Button (hold then release)	Upgraded Scrap Launcher & Throwing Gadgets
Y Button	Use Gadget (Grown-up Rodney only)
A Button + A Button	Double Jump
A Button + A Button + B Button	Ground Stomp (Grown up Rodney only)
A Button + A Button + X Button	Activate Robot-Glide (Upgrade needed)
L Button	Inventory/Mini-map/Objectives
R Button	First Person Camera (Grown up Rodney only)
Z Button (while moving)	Ground Slide
+Control Pad (any direction)	Center Camera
START	Pause Menu

Transport Pod

Control Stick	Pod Movement
B Button	Transport Pod Boost
Z Button (in obstacle courses)	Brake
A Button (in obstacle courses)	Jump

Wonderbat

Control Stick	Wonderbat Movement
C Stick	Camera Movement
X Button	Wonderbat Return
A Button	Wonderbat Boost
B Button	Increase Height
L Button	Decrease Height

Playing the Game

Main Menu

- New Game: Start a new game
- Load Game: Start a saved game
- Options: Change game settings
- Bonus Features: Browse bonus content

Options Menu

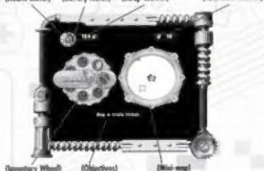
- Music Volume: Adjust volume of game music
- Sound Volume: Adjust volume of sound effects
- Sound Mode: Adjust the type of audio output
- Subtitles: Turn subtitles on/off
- Random: Turn random features on/off
- Invert Camera X: Swap horizontal camera movement
- Invert Camera Y: Swap vertical camera movement
- Invert Target Camera X: Swap horizontal camera movement while in target mode
- Invert Target Camera Y: Swap vertical camera movement while in target mode

Pause Menu

- Continue: Resume gameplay
- Options: Change game settings
- Quit Game: Exit to the main menu







HUD (Heads Up Display)

(Health Meter) (Battery Meter) (Scrap Counter) (Task Item Counter)





- Health Meter: Indicates the amount of damage Rodney can take before he is powered down
- Battery Meter: Indicates the amount of energy left in Rodney's battery pack
- Scrap Counter: Indicates the amount of scrap Rodney has
- Task Item Counter: This is the number of task related items or blueprints that Rodney has found
- Inventory Wheel: This allows Rodney to switch to another gadget or upgrade
- Mini-map: Allows Rodney to see where he is - pay close attention, many item locations are indicated with map markers


Collectibles


	Blueprint Piece	Pieces of blueprints that Rodney can collect. Once he's collected all the pieces for a blueprint, he will be able to invent a new gadget.
	Health Pick	Instantly restores Rodney's health meter.
	Gold Scrap	Too valuable to use as ammunition, this type of scrap can be used to complete various quests that Rodney accepts.
	Wonderbot Trick	Expands Wonderbot's set of tricks. Collect them all!
	Scrap Metal	Pick these up to use both as ammo for the Scrap Launcher as well as money with which to purchase items.
	Super Scrap	A dump of scrap metal worth more than regular scrap.

Switches


 **Wonderbot Activation Pad:** Once Rodney has gained the Wonderbot remote control upgrade, stand on these pads and press the "Action" button to take control of the Wonderbot. The Wonderbot symbol over Rodney's head will appear whenever Wonderbot can be activated.

 **Battery Recharge Pad:** Stand on these pads and press the "Action" button to fill up Rodney's battery. A battery symbol will appear over Rodney's head whenever his battery can be recharged.








 **Spring Pad:** Rodney will encounter spring pads of various shapes during his adventures. Ground stomp these pads to reach heights that a normal jump could never reach. The up arrow symbol over Rodney's head will identify when Rodney is standing on a spring pad.

 **Wonderbot Short Circuit Switch:** Wonderbot can fly into these switches to activate various mechanical contraptions nearby.




 **Vending Machines:** Buy various items and save games at these machines scattered through the world.

 **Tikar Switch:** Press the "Action" button on these switches to activate nearby machinery. Some Tikar switches need more time than others to fully activate.

Gadgets

	Wrench	Rodney's basic close ranged attack.
	Scrap Launcher	Rodney's basic ranged attack. Scrap that Rodney has collected serves as ammunition.
	Magnetism	Delivers a beam of magnetic energy that lifts enemies into the air, drawing scrap from them. This gadget will also move magnetic objects. (Usable only after upgrade)
	Electroblast	Delivers a beam of electricity that temporarily stuns enemies and eventually deactivates them. This gadget can also reactivate machinery. (Usable only after upgrade)
	Scrambler	When lobbed at enemies and machinery alike, the scrambler will emit an electromagnetic wave that deactivates anything within range. (Shop item)
	Electroblast	This silly gadget can be lobbed like the scrambler, but explodes in an electrical blast that will wipe out anything mechanical in its path. (Shop item)
	Wonderbot Trick	Rare tricks that Rodney teaches the Wonderbot. (Unlocked with Trickbits)

Crates

	Destructible Crates:	Destroy these crates for scrap and other valuables
	Explosive Crates:	Be careful, these crates will explode when destroyed, sometimes releasing scrap and other valuables
	Magnet crates:	These crates (as well as other objects with the magnet symbol) can be towed about with the Magnetism upgrade

Shop Items

Super Health
Restores Rudy to full health



Save Game
Saves game progress



Maxi-Scrap (\$500)
Increases the amount of scrap Rudy can carry to 500



Maxi-Scrap (1000)
Increases the amount of scrap Rudy can carry to 1000



Charge-a-matic
Increases the amount of battery charge Rudy can hold



Scrap Launcher Magnetbot
Increases the damage done by the Scrap Launcher



Scrap Launcher Bixshot
Scrap shots bounce



Scrap Launcher Mammoth
Shots from your Scrap Launcher have 60 enemies



Scrapgun Sprayshot
Sprays out scrap, increasing the range of damage



Refuse-a-mat
Increases the value of scrap collected



Scrambler
Scrambles electrical circuits and briefly deactivates enemy robots



Electrobolt
Electrocutes anything within range



Standard Supersight
Points out lock-related items while in first-person target mode



Gold Scrap Supersight
Points out gold scrap pieces while in first-person target mode



Wonderbot Magnetbot
Once purchased, the Wonderbot will magnetically attract and collect scrap for you



Wonderbot Trickship
Took your Wonderbot a cool new trick to entertain you!



Bonus Features
Access unlockable features in the game



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A very special thanks to all of the wonderfully talented and brilliantly creative individuals at Blue Sky Studios for their guidance, support and continued inspiration. We could not have done it without you.

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